



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

**Inventor:** Gerard Jounghyun KIM  
**Examiner:** Marc E. Norman  
**Serial No.:** 09/881,066  
**Confirmation No.:** 5152  
**Filed:** June 15, 2001  
**Group Art Unit:** 3744  
**Title:** METHODS AND APPARATUS OF DISPLAYING AND EVALUATING  
MOTION DATA IN A MOTION GAME APPARATUS

**Box Non-Fee Amendment**  
Commissioner for Patents  
Washington, D.C. 20231

RECEIVED  
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TECHNOLOGY CENTER R3700

AMENDMENT/REPLY UNDER 37 C.F.R. §1.111

Sir:

In reply to the Office Action mailed August 9, 2002 (the "Office Action"), please amend the application as follows, and consider the following remarks.

IN THE SPECIFICATION

*Please replace the paragraph beginning on page 3, line 13 with the following paragraph.*

A,  
To induce the correct motion out of the player, in addition to simply showing the animated dancing (or any other motion) character, a display method called the "sliding ghost" metaphor is introduced. Sliding ghosts refer to consecutive freeze frames of the motion data. The main animated dancing character is located in the middle of a display (by default facing toward the player looking into the screen), and at any given time instance (say at  $t = t_1$ ), a few frozen motion frames (drawn as a transparent ghostly figure) of  $t_1 + k_1 \Delta t$ ,  $t_1 + k_2 \Delta t$ ,  $t_1 + k_3 \Delta t$ ,  $t_1 + k_4 \Delta t$ , ...  $t_1 + k_n \Delta t$  are shown beside the main character in the middle.

A